

**Abstract of the Disclosure****Processing Scene Objects**

5           Apparatus for generating image data, comprising memory means  
configured to store data defining a volume comprising a plurality of objects  
and at least one viewport, memory means configured to store motion data  
for each of said objects, configuration data for said viewport and  
instructions, and processing means configured by said instructions to  
10   perform the following steps. For each of the objects a position is calculated  
along its motion path at an interval of a user-specified time period, wherein  
the interval is dependent upon the shutter length for the object. The object  
is then translated to this position. The objects are then rendered through  
the viewport to produce a sample. When a specified plurality of samples  
15   have been rendered they are blended to generate image data wherein  
each object is independently motion blurred.

*(Figure 13)*